| | Jol | nnny's Airport A | dventure | | |
|---------------------------------------|--------------------|-----------------------|---|--|--|
| | | cience Revised | | | |
| | | State Curricul | | | |
| Maryland Science Re | vised January 2008 | | | | |
| Grade K | | | | | |
| Activity/Lesson | State | Standards | | | |
| | | | Explain that a model of something is different | | |
| | | | from the real thing but can be used to learn | | |
| Role-Play(6-14) | MD | SCI.K.1.D.3.a | something about the real thing. | | |
| Storyboard Airport | | | Investigate a variety of objects to identify that | | |
| Terms (15-16) | MD | SCI.K.1.D.2.a | most things are made of parts. | | |
| | | | Investigate a variety of objects to identify that | | |
| Engine Terms (23-24) | MD | SCI.K.1.D.2.a | most things are made of parts. | | |
| | lol | │ nnny's Airport A | dvonturo | | |
| | | cience Revised | | | |
| | 2000 00 | State Curricul | | | |
| Maryland Science Re | vised January 2008 | | | | |
| Grade 1 | | | | | |
| Activity/Lesson | State | Standards | | | |
| | | | Explain that a model of something is different | | |
| | | | from the real thing but can be used to learn | | |
| Role-Play(6-14) | MD | SCI.1.1.D.3.a | something about the real thing. | | |
| | | | Explain that a model of something is different | | |
| Storyboard Airport | | | from the real thing but can be used to learn | | |
| Terms (15-16) | MD | SCI.1.1.D.3.a | something about the real thing. | | |
| | | | Investigate a variety of objects to identify that | | |
| Engine Terms (23-24) | MD | SCI.1.1.D.2.a | most things are made of parts. | | |
| | Jol | │ nnny's Airport A | dventure | | |
| | 2006 Sc | cience Revised | January 2008 | | |
| | | State Curricul | um | | |
| Maryland Science Re | vised January 2008 | | | | |
| Grade 2 | | | | | |
| Activity/Lesson | State | Standards | | | |
| | | | Explain that a model of something is different | | |
| B B (6.4%) | | | from the real thing but can be used to learn | | |
| Role-Play(6-14) | MD | SCI.2.1.D.3.a | something about the real thing. | | |
| 0, 1, 1, 1, 1, | | | Explain that a model of something is different | | |
| Storyboard Airport | MD | 0010453 | from the real thing but can be used to learn | | |
| Terms (15-16) | MD | SCI.2.1.D.3.a | something about the real thing. | | |
| | | | Develop reasonable explanations for | | |
| | | | observations made, investigations completed, | | |
| Engine Terms (22.24) | MD | SCI 2 1 D 1 h | and information gained by sharing ideas and listening to others' ideas. | | |
| Engine Terms (23-24) | טואו | SCI.2.1.B.1.b | insterning to others lideas. | | |
| | lol. | │ nnny's Airport A | ⊥ dventure | | |
| 2006 Science Revised January 2008 | | | | | |
| State Curriculum | | | | | |
| Maryland Science Revised January 2008 | | | | | |
| Grade 3 | | | | | |
| Activity/Lesson | State | Standards | | | |

| | I | | | | |
|-----------------------|--------------------|------------------|---|--|--|
| | | | Explain that a model is a simplified imitation of | | |
| | | | something and that a model's value lies in | | |
| Role-Play(6-14) | MD | SCI.3.1.D1.C.a | suggesting how the thing modeled works. | | |
| | | | Realize that one way to make sense of | | |
| | | | something is to think how it is like something | | |
| Role-Play(6-14) | MD | SCI.3.1.D1.C.d | more familiar. | | |
| | | | Construct and share reasonable explanations | | |
| Engine Terms (23-24) | MD | SCI.3.1.C.1.d | for questions asked. | | |
| | | | Explain that a model is a simplified imitation of | | |
| | | | something and that a model's value lies in | | |
| Shape Matching (25) | MD | SCI.3.1.D1.C.a | suggesting how the thing modeled works. | | |
| | | | Select and use appropriate tools hand lens or | | |
| | | | microscope (magnifiers), centimeter ruler | | |
| | | | (length), spring scale (weight), balance (mass), | | |
| | | | Celsius thermometer (temperature), graduated | | |
| | | | cylinder (liquid volume), and stopwatch (elapsed | | |
| Measurement | | | time) to augment observations of objects, | | |
| Worksheet 26-32) | MD | SCI.3.1.A.1.b | events, and processes. | | |
| | | | | | |
| | | nny's Airport Ac | | | |
| | 2006 Sc | cience Revised J | • | | |
| State Curriculum | | | | | |
| Maryland Science Re | vised January 2008 | | | | |
| Grade 4 | 04-4- | Otom dondo | | | |
| Activity/Lesson | State | Standards | Evaluin that a model is a simulified installer of | | |
| | | | Explain that a model is a simplified imitation of | | |
| D-I- DI(0.44) | MD | 00144 D40 = | something and that a model's value lies in | | |
| Role-Play(6-14) | MD | SCI.4.1.D1.C.a | suggesting how the thing modeled works. | | |
| Otamula a and Aima at | | | Explain that a model is a simplified imitation of | | |
| Storyboard Airport | MD | 00144040 | something and that a model's value lies in | | |
| Terms (15-16) | MD | SCI.4.1.D1.C.a | suggesting how the thing modeled works. | | |
| | | | Explain that a model is a simplified imitation of | | |
| Ohana Matalaira (05) | MD | 00144540 | something and that a model's value lies in | | |
| Shape Matching (25) | MD | SCI.4.1.D1.C.a | suggesting how the thing modeled works. | | |